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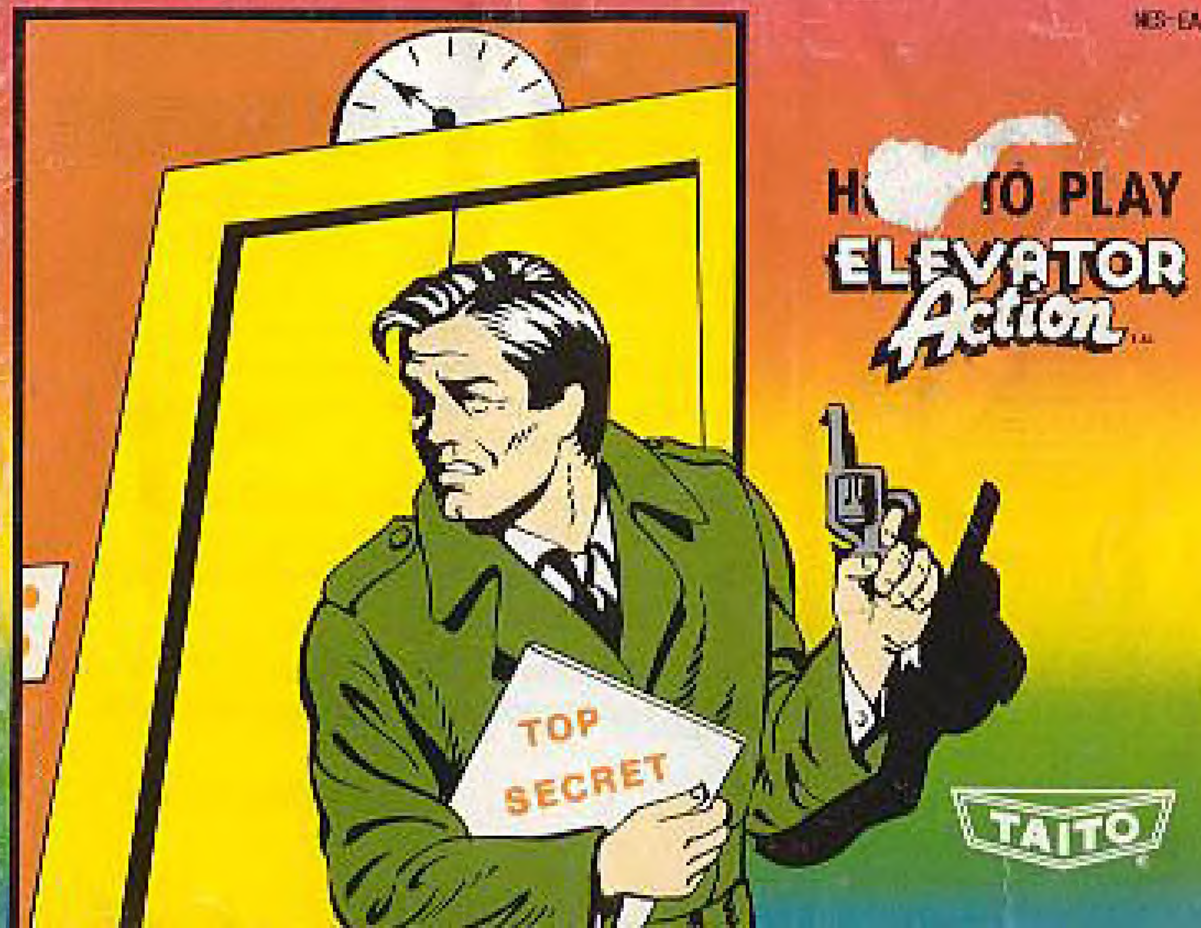

HOW TO PLAY ELEVATOR Action™

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This game is licensed by Nintendo for play on the

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CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

THANK YOU

for buying ELEVATOR ACTION from Taito! This arcade hit is now yours to enjoy at home! For the most fun, read this instruction manual thoroughly before you begin your mission.

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THE STORY

As super-sleuth Agent 17, code name "Otto", you must come out from undercover to accept a top-secret mission. Your country's security is at stake.

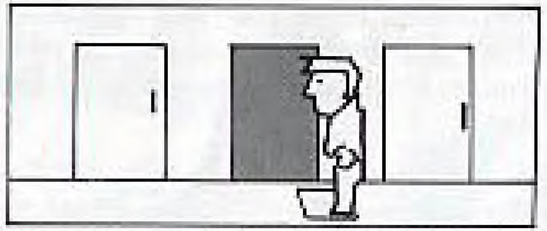
You must sneak through a heavily guarded, top-security enemy defense building to steal secret government documents. Only well-planned strategies, bullet-dodging, quick-on-the-draw accuracy and black belt karate prowess will allow you to succeed!

If you fail, your government will deny any knowledge of you or of your assignment. **Good luck!**

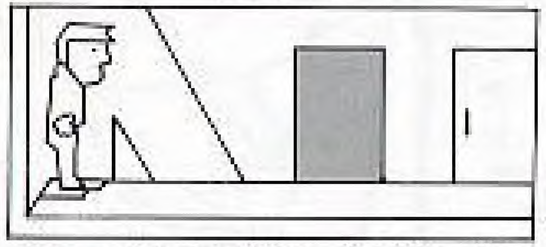
HOW TO PLAY

You must break into the building from the rooftop, make your way cautiously down through the floors by way of elevators and escalators and pick up all the files hidden behind the red doors. Then you must make it to the getaway car in the garage below.

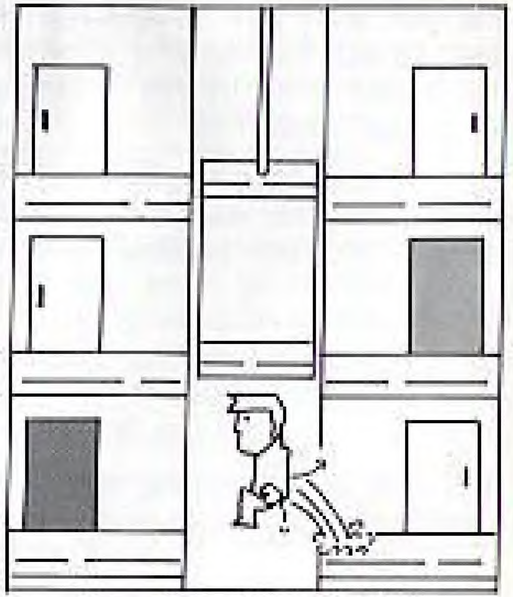
Enemy agents, armed and lying in wait behind the blue doors, will try to ambush you. Your weapons are your pistol and powerful jump-kick. Shoot the lights out to create blackouts whenever possible for higher scoring.



To enter the red door, stand directly on a white square in front of the door.



To use the escalator, stand directly on a white square and push the control pad up or down.



Jump over elevator shaft.

	IN A LIGHTED ROOM	IN A BLACKOUT ROOM
Shoot enemy	100	150
Jump-kick enemy	150	200
Destroy an enemy inside the elevator	300	300
Shoot down the lamp over the enemy's head	300	
Bonus points: 1,000 points times the number of round(s) cleared.		

Player loses a life:

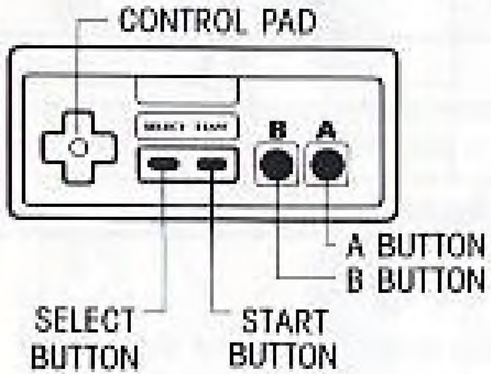
When shot by security guards; when falling down the elevator shaft; when crushed by the elevator. Game over when all the players are lost.

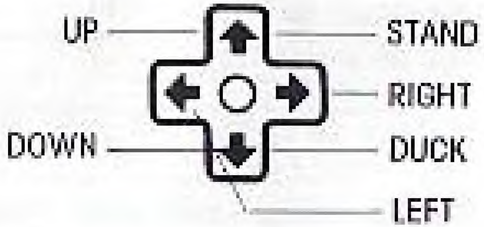
2-player game:

When one player makes a mistake, the second player plays.

HOW TO OPERATE

Controller **ELEVATOR/ESCALATOR** **SPY**





A Button: Spy (player) jumps.

B Button: Spy shoots

Select Button

Choose 1 or 2 player(s) game.

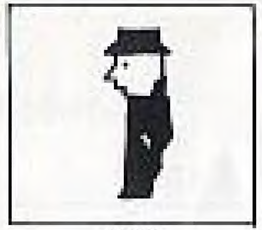
Start Button

Push START to begin play after player selection.

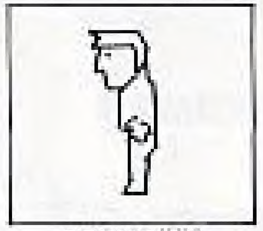
Pause Function

Push the START button once during the game to pause. Push START again to resume play.

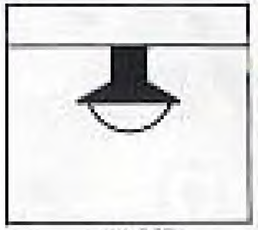
CHARACTERS



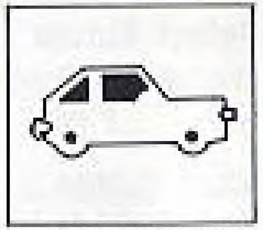
SPY



SECURITY GUARD



LAMP



GETAWAY CAR

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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